Characters D6 / Treva Horme (Lutrillian Acco



Name: Treva Horme
Species: Lutrillian
Gender: Female
Hair color: Grey
Eye color: Black
Skin color: Pale yellow
Move: 10

DEXTERITY: 2D+1
- Blaster: 3D+2
- Dodge: 4D+2
- Brawling Parry: 4D+1

PERCEPTION: 3D
- Investigation: 4D
- Search: 3D

KNOWLEDGE: 2D+2
- Bureaucracy: 6D
- Business: 5D+2
- Languages: 5D
- Planetary Systems: 4D+2
- Streetwise: 4D+1
- Survival: 3D+2

STRENGTH: 2D
- Brawling: 3D+2

MECHANICAL: 2D
- Communications: 5D
- Repulsorlift Operations: 4D

TECHNICAL: 2D
- First Aid 4D+1

Special Abilities:

Insulation: Lutrillians have thick skin in shades that varied from white or pale to red or tan that protected them from damage, and a deep layer of fat kept them insulated from frigid temperatures. Which gives them a +1D to resist cold temperatures.

Story Factors:

Nomadic: Lutrillians tended to live a nomadic lifestyle, travelling around their homeworld of Lutrillia and avoiding subterranean predators. They loved adventure and discovery, and often travelled off-world to explore other cultures. They were also considered to be very agreeable, but had a small problem with greed.

EQUIPMENT:

Blaster Pistol (4D), Rugged Clothing (+2 vs Physical, +1 vs Energy), Commlink, Survival Kit, Climbing Gear, Combat Knife (Str+1D)

FORCE SENSITIVE: N
FORCE POINTS: 1
DARK SIDE POINTS: 0
CHARACTER POINTS: 3

Description: Treva Horme was a Lutrillian Female and the primary saleswoman and executive planner for Planet Dreams, Incorporated. Her duties included accounting and the monitoring of production schedules.

Biography

The hard-working Horme was an equal partner in Planet Dreams, Incorporated along with the Snivvian Wiorkettle and Ozz the Ugnaught. Much of her notoriety came from her work with Outer Javin Company, where clients included TaggeCo and Lynciro Corporation. In approximately 2 ABY, the company's head offices were relocated to Bespin's Cloud City.

The three Planet Dreams executives were considering selling private hovering platforms in Bespin's Life Zone when Ozz revealed that someone was embezzling money and terraforming equipment from the company. Ozz vowed to investigate but was interrupted in 3 ABY when the Galactic Empire arrived and took control of the city. The partners decided to download all of their files and evacuate, but while Horme and Wiorkettle followed the plan, Ozz disappeared. The remaining partners moved back to the Oseon asteroid belt after fleeing Bespin.

In addition to Basic and her own native language, Horme was able to speak Rodian.

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